

Monster Fuzion

By

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VI.5

Jason was not sure what to expect. His world had changed so much that he was thoroughly confused. He used to watch horror movies about vampires, demons, and various other monster types. Now he was seeing them. How could this happen?

Fortunately there were others like him. Normal humans that had never seen or knew of anything like what was after him now. Jason also wondered who could help him out of this situation.

The demon tracked his pray with smell and hearing. This human was a little crafty and had managed to hurt him. Now he had to die.

Turning the corner he spied his target. He moved in for the kill. He never saw the movement in the shadows.

Devin lunged at the Pit Demon. His claws sunk deep into flesh and bone. It emitted an unearthly howl. Devin expected the counter, but not the force of which it was delivered. It knocked him back to the wall.

Devin used the wall to launch into the air and over the demon's head. His hands grabbed quick and surely. Twisting rapidly ending the demon's bout of terror on the fleeing human.

"Who are you?" Jason asked. "More like, what are you!" The person that had stopped the demon was about 6 feet tall, no hair on it's head, claws on the end of it's fingers, and a monster-like face.

"My name is Devin. That is all you need to know. I am one of them, but not." Devin hoped this human would understand quickly, as time was running out. "Get out of here! More are coming."

A loud, reverberating howl told them both what they needed to hear. For Jason it was encouragement to do what Devin said. For Devin it meant a long night running or fighting. He was not sure which.

Shadows started forming in the distance. What should they do now? Hesitation could kill them...

Welcome.

Welcome to Monster Fuzion. This is a role-playing game using the Instant Fuzion System. The time frame can be any that you like, but the recommendation is to be played in current times.

What is a role-playing game?

A role-playing game (RPG) is a game where you create a character with statistics and other characteristics that measure how good they are in areas. Basically think of it as a play or movie. You control the main actors.

What is Instant Fuzion?

Fuzion is an RPG system created by a joint effort of Hero Games and R. Tasolarian Games. Instant Fuzion is a child of this system. It is designed for quick games. Think of it as the world you are in. It controls what you can and cannot do.

Why Monsters?

Why not monsters? Just imagine what a real vampire would have to go through in today's society. What would Eddie Munster do today? Or even Pugsly and Wednesday Addams?

What do I need?

That is easy to answer. You need paper, something to write with, and as many dice as you can get a hold of. The dice can be your choice of 6 sided or 10 sided. Depends on how tough you want the game to be. 10 sided makes the chances seem more realistic (or harder) while the 6 sided make it more movie like (easy to do minor heroics).

And you will need this guidebook. We will try to make this set as complete as possible, but we are human (at least in appearance) so we are prone to mistakes.

That should do it. Character sheets are optional, but a good thing to have. You also might want to have an adventure already written out, or at least planned out.

You will also need a group of people to play with. It is preferred to have 3 or more. Less and it will not be too much fun. More than 8 and it can get unruly.

Character Creation:

This is where the fun starts. You should have an idea of what character type you want to play by now. This genre is set up to use the Instant Fusion for quick playing. The following is a list of the statistics and skills that each player character and non-player character will use.

POINTS:

This is how the stats and skills are paid for. Think of it as shopping. If you want something, you pay for it. It is recommended you choose one of these options:

Primary Points

Game Type	Points	Max Starting Primary Rating
Basic	12	5
Standard	18	8
Epic	24	9

Option Points

Game Type	Points	Max Starting Skill Rating
Basic	10	2
Standard	20	4
Epic	30	8

The Primary Points are to be used for the primary group and any spell or powers that you will be using. The Option Points are for skills, talents, perks, and race.

The Basic level is more for real life. Unless you know something I do not know we, as humans, do not all have extraordinary abilities or cast spells.

Standard is for those games where average and ordinary is around, but extreme is the lifestyle. High amount of skills and there are a good amount of people that have unique gifts.

Epic is the stuff movies and TV shows are made of. Things that take 50 rounds in the chest and still kill half the population are the norm.

To get a rating, just spend one point on a statistic.

PRIMARY GROUP

PHYSICAL (PHY):

How physically strong you are. How much you can lift and how much pain you can inflict on your opponents.

MENTAL (MEN):

How smart and quick of wit you are. It also covers Willpower, Spirit, Mysticism, etc... Any thing dealing with the mind.

COMBAT (COM):

Your hand eye co-ordination. Also your ability to react to situations. You could also think of this as Dexterity.

MOVEMENT (MOVE):

How you move over terrain. Be it the city or in the mountains. It is also the max you can clear in a leap, $\frac{1}{2}$ the distance of a run, and just how many spaces on the board you move when it is your turn.

SECONDARY GROUP:

You can not put any points in this group. You can only increase them when you increase your primary group.

HITS: [PHYx5]

Damage you can take before death claims you.

DEFENSE: [PHYx2]

Defense against damage. Weather you are being punched, shot, or stabbed with a knife.

INITIATIVE: [COM + MOVE]

This tells who acts first in a round. This number is added to a 1d6 roll. The higher the total, the faster you act.

RACES:

Beings are just that. Some are normal; others are not so normal. This is more for the GM to make NPCs or villains than for PCs.

Normal:

This is the average everyday person. They do not have anything supernatural about them. No special anything. Just like your neighbors. Maximum statistic rating is 8.

Vampire:

More commonly known as Dracula, Nosforatu, Kings of the Night, etc. These are the things we have movies and books about.

- Acute Sense of Smell
- Exceptional Jumper
- Distinctive Appearance.
- Can not go into direct sunlight.
- PHY can go to 9
- Must Feed on blood
- Killed instantly by wooden stake
- Double Damage from silver weapons
- Take 1 hit per phase from being in range of Cross
- Instant Healing
- Hard to Kill (+5 Hits)

Cost 9 Option Points

Lycanthrope:

These are werewolves. Man that turns into a wolf.

- Acute Sense of Smell
- Acute Sense of Hearing
- Distinctive Appearance
- Uncontrolled Change form.
- PHY can go to 9
- Double Damage from Silver Weapons
- Hard to Kill (+5 Hits)

Cost 7 Option Points

Demon:

These are those things that go bump in the night. They can be very scary and strange, or they might be your best friends.

- Acute Sense (Define)
- PHY or MEN can go as high as 9
- Distinctive Appearance
- Must hide existence from common populace
- Can be contained by mystical symbols
- Rapid Healer
- Uncontrolled Change

Cost 6 Option Points

White-lighter (Angels):

These are those guardian angels, and I do not mean the ones that wear the red berets either.

- Teleportation
- Must hide existence from common populace
- COM can go as high as 9
- Always being watched by higher power
- Strict code of conduct
- Rapid Healing
- Lore +4

Cost 6 Option Points

SKILLS / TALENTS / PERKS / POWERS:

This section deals with what everyone likes. Stuff to make your character do what you want them to do. Are they a doctor, lawyer, witch, or whatever? Here is the list of what you can choose from.

SKILLS:

Most of these are obvious and standard game skills. Some are used differently. If you feel that you want to change them around then do it.

The statistic in parenthesis is the one that is recommended to use for AV.

ATHLETICS (COM): Your ability to do physical activity. It can also be used for dodging ranged attacks.

CONCENTRATION (MEN): How well you can set you mind to a specified task.

DEMONOLOGY (MEN): What you do or do not know about them.

HAND TO HAND (COM): How well you are in the big brawl.

HUSBANDRY (MEN): How well you can control or train animals.

INTERACTION (MEN): Your rating of how well you deal with other people or beings.

LANGUAGES (MEN): How fluent you are. Typically, one point means you are fluent. Reading and writing are different, however.

LORE (MEN): How studious you are. Also how well you can research information.

MARKSMANSHIP (COM): How well you aim with ranged weapons. This includes bows, guns, and the lot.

MECHANICAL (MEN): Are you a mechanic? This is the skill you want. Or maybe you need to make a quick trap.

MELEE (COM): Instead of hand to hand, this is weapon to weapon, or weapon to other.

MYSTICISM (MEN): The strange ways of mysticism, and what you may know about them.

PERCEPTION (MEN): How well you notice things. This ranges from the moving shadow, to the small scribble in the margins of a book.

READING (MEN): This means that you can. By default you can read your native language.

SECURITY SYSTEMS (COM): When you need to by pass those pesky locks or other security devices.

STREET SMARTS (MEN): How well you can get information off of the street, or how well you can blend in with the street life.

SNEAKING (COM): How well you lurk in the shadows and alleyways, not to mention sneaking up on the bad guy's hide out.

SPELLCASTING (MEN): How well you know the ins and outs of the arcane.

THROWING (COM): How well you can use hand powered missile weapons or objects.

WRITING (MEN): Just like reading, only now you can write.

TALENTS:

These are those little things that you do that others find amazing. All talents cost 3 points unless otherwise stated. The multiplier in the brackets [] is the number of times it can be purchased. If there is no multiplier then it can be purchased only once.

ACUTE SENSE: Maybe you hear things that the others do not or before. Maybe you see, taste, touch or smell better than your neighbor. +2 on all checks (Perception) [Pay per sense].

ALTERNATE IDENTITY: Consider this an alias, or AKA.

AMBIDEXTERITY: Can use either hand. Also can use two weapons for attacking.

BEAUTIFUL/HANDSOME: Head turner. People notice you right away, and may act differently. +1 to any interaction rolls with looks. [x2]

COMBAT SENSE: You just know when things are about to explode. +1 to your initiative rolls.

EXCEPTIONAL JUMPER: You cover 2x the distance that a normal jump would do.

FAST DRAW: If you have it on you, you can draw it out. One handed only.

HARD TO KILL: For those things that are just too tough. +5 to Hits. Costs 5 Option Points instead of 3

INSTANT HEALING: This allows you to instantly get 1d6 hits back. It can only be purchased once. It costs 2 Primary Points.

LEADERSHIP: Natural born leader. You are comfortable in control. [x3]

LIGHT SLEEPER: You get to use perception rolls while sleeping.

MYSTIC FEELING: You have a sixth sense about magic. Be it a tingle or something you just know. 5 Points.

MYSTIC VISION: You can see the magic that is around you. Cost 2 Primary points.

NIGHT VISION: Natural night and day looks the same.

RAPID HEALING: You heal quicker than normal. +2 to Hits per healing time. [x2]

PERKS:

Sometimes it's not what you know, but who. Perks are those things that can make life easy, but not without a price.

CONTACT: This is a friend somewhere else. It can be anyone, anywhere.

Points	Type
2	Local Low Level Official
4	Local Police Official
8	Local Government Official
10	Low Level State Official
12	Mid Level State Official
14	US Government Official

LICENSE: You have a license to do things. Carry a gun (1 point), PI (2), To Practice Medicine (3), Arrest (4), To Kill (8).

WEALTH: You have it and maybe you flaunt it. 1 point per 20 thousand units you have.

SPELLS and POWERS:

That neat thing that witches, warlocks, and other beings use to cause things to happen. To use a spell or power you must buy it. They are expensive. It costs 5 option points, or 1 primary point, to be able to cast a spell or use a power. All spells also cost at least one point.

Spells require the caster to be able to speak and move. Also spells take effect at the end of the phase the spell was cast. If the caster is hit or disturbed before the end of the phase, the spell does not work or may have negative results. Casters can spend one (1) additional primary point per spell to have the spell take effect at the beginning of the phase.

Items that are strictly spells are indicated. Items that are strictly powers are indicated. No indication means both are applicable.

ARMOR:

This produces a form of mystical protection. It can be what ever you desire. Lasts until all points are gone. 1 point = 10 points of armor. +1 point = +2 armor.

BREATH:

This allows you to breathe in non-oxygen environments. 1 point = 5 turns of breathing, +1 point = +2 turns.

CLOSE BLAST:

This is a way to cause damage by touching, or being real close to your target. It can be spikes, horns, teeth, claws, or a damaging touch. 1 point = 3 die damage, +1 point = +1 die.

ENTANGLE: [Spell only]

Plants or other objects rise up to gather at the feet of your target. 1 point = 4 armor entangle with 4 hits. +1 point = +1 armor, +1 point = +1 hit.

FLIGHT:

You guessed it, the ability to fly. 3 points = 4 space distance, +1 point = +2 spaces.

FORCE FIELD:

A quasi-invisible field is produced. 1 point = 3 spaces long, 5 hits, 4 armor. +1 point = +2 spaces OR +3 hits OR +2 armor.

HEALTH:

This gives you back what you loose when you take damage. This is applied to hits that are lost only. 2 points = 3 die healing, +1 point = +1 die.

INVISIBILITY: [Spell only]

You cast this and you hide in plain sight. -3 to all perception roll against you. 1 point = invisible to one sense, +1 point = invisible to additional sense.

INTANGIBLE:

This allows things to pass right through you. 2 points, lasts 1 turn. +1 point = +1 round.

ILLUSION: [Spell Only]

This allows you to cause something to appear. Be it a door that really is not there or a beautiful girl. 1 point = range of 5 spaces, affects one sense. Additional senses = +1 point. +1 point = +5 spaces. +1 point = -1 to opponent perception rolls.

LIGHT: [Spell Only]

This causes a small sphere of light to appear. It is like a good light for a room. The light covers a distance of 12 to 15 spaces. Costs 1 point.

RANGED BLAST:

This is a blast of magic that causes physical damage. 1 point = 3 die blast, +1 point = +1 die.

TELEPORT: [Spell only]

This allows you to move from point A to point B magically. 1 Point = 15 spaces, +1 point = +3 spaces.

Checks and Balances:

This is how the Game Master (GM), makes sure that each player and non-player character accomplishes what they say they can.

1. Determine Action Value (AV)
2. Add die roll
3. Compare against opposing AV or Difficulty Value (DV)

Whichever value is higher wins.

ACTION VALUE:

The action value is determined by adding the rating of the appropriate skill and the appropriate primary statistic. Then you add any adjustments.

DIE ROLL:

This is easy. You can use 3d6 or 1d10. The 3d6 gives the characters a slight advantage. The harder things are just within range. If a character had minimum rating in the skill, a one (1), and a minimum rating in the primary statistic, and rolled the minimum on the 3d6, a three (3), his total would be 5. This is halfway to completion of a simple task. If the character maxed out his die roll he would have 20, which easily clears the advanced level.

The 1d10 however, makes tasks a lot more challenging. With the same scenario as above the scores would be 3 and 13. Missing the simple and just accomplishing it.

With these ideas in mind, you can now pick the level of play you want.

DIFFICULTY VALUE:

Description	Difficulty Value
Simple	10
Standard	14
Advanced	18
Complicated	22
Hard	26
Really Hard	30
Extreme	34
Nigh Impossible	38

COMPARISON:

This works like this:

Wonder Bob has a combat of 2 and athletics of 3. Super Sam has a combat of 3 and athletics of 3. To wow the crowd they both do some acrobatic stunts. Bob rolls 1d10 and comes up with an 8. Sam rolls 1d10 and scores a 4. Bob's total is 13. Sam's combined numbers equal 10. Bob's score is higher. His stunts were more crowd-pleasing.

Now say Wonder Bob has to cross a tight rope to save some normal human.

The rope spans a 100-foot wide canyon. There are high winds and Bob has to be sneaky about it. His difficulty is raised. It would

normally be standard. But with the extra conditions it is raised 2 levels, too hard. Bob rolls a 10 on the die. Combat and athletics are taken into account. This means he misses it.

What does that mean? It could be a number of things. Since he missed it by a wide margin, maybe Bob falls. Or maybe Bob stays on, but someone notices him. This is a call for the GM.

COMBAT:

This is where you test your abilities. It is also what must be done to save your life. There are a few simple steps of combat.

1. Determine Initiative
2. Determine Attack Value
3. Determine Defense Value
4. Compare Values
5. Roll Damage
6. Apply Damage

Determine Initiative:

You have a secondary trait called initiative. Roll a 1d6 and add the result to your initiative score. The higher value goes first.

In the case of a tie, you can compare Combat values or roll another die to determine.

Determine Attack Value:

Your attack value is determined by adding your Combat trait to your combat skill. You then need to add a die roll to this number.

Determine Defense Value:

Defense Value is your Combat + your combat skill rating + 10.

Compare Values:

Once you have both the attack value (with added die roll) and the defenders defense value, you compare them. If the AV + Die Roll is higher than the defense value then the attacker hits. Otherwise they do not.

Roll Damage:

If the attacker hits then damage is done. Weapons do damage, as well as a fist. Hands and feet do your Physical in d6. If your Physical is 5 that means you do 5d6 when you hit.

Weapons have a damage rating. This is the number of die to roll. Weapons also have a Min rating. This is the minimum Physical that is required to wield the weapon. If your Physical exceeds the minimum then you get to do additional damage. You get +1d6 for every amount you exceed the minimum rating by, up to double the weapon's base damage.

Here is an example. If you have a weapon with a Min rating of 3, a damage rating of 3, and a physical of 7 then you get to roll 6d6 for damage (3d6 for the base and +1d6 per point over the Min rating up to double the weapon damage).

Apply Damage:

There are two types of damage. Bashing and slashing. Bashing is done when you are hit by blunt weapons or hand to hand combat. You get to use either your defense rating or your armor which ever is higher. Slashing is done by edged, pointed, or other type of weapons. You can only use your armor rating against slashing damage.

Once the damage is rolled the total is compared to the target's defenses. You have just hit Lugor with your club. Damage is rolled and totaled (15). Lugor is wearing chain mail, a rating of 12, and has a defense of 8. Lugor decides to use his armor rating. 15 minus 12 equal 3. Lugor subtracts 3 from his hits.

If the damage was strictly slashing, Lugor could only use his armor rating.

If a target takes $\frac{1}{2}$ their total hits then the target is stunned. If a person had 16 Hits and took an attack that did 8 or more damage in one attack, the person would be stunned. You can do nothing for your next turn and you are at -5 Defense value.

If a target has 0 hits left then they are knocked out. If that total ever gets to -10 then they are dead, short of a miracle they will not be coming back.

EQUIPMENT:

You start with basic equipment. Don't worry about the small things. Carrying containers are free, and so are clothes. Anything that would cause damage or bestow some type of power costs something. This is money. Everyone starts with 500 units. You can convert Option point to units. 1 option point = 100 units. If they used the wealth perk they get what they bought.

A quick note about the time frame setting. This game is best played in modern times. This is up to the GM. I have included a list of weapons and armor from different times. This is mainly to allow for archaic weapon use.

WEAPONS:

Archaic Weapons:

Weapon	AV	DAM	MIN	COST	Notes
Battle Axe	-1	4	4	60	APM
Broadsword	+1	3	4	55	
Club	0	3	2	0	
Dagger	+1	1	2	30	Throw
Flail	0	3	4	55	Flail
Great Axe	-1	6	5	80	2-H, APM
Great Sword	+1	5	5	90	2-H, Medium
Halberd	0	5	4	70	2-H, Medium
Mace	0	3	4	40	+1d6 Bashing
Mug/Chair Leg-2		2	1	0	
Pole Arm	0	6	5	80	2-H, Long
Quarterstaff	+1	4	3	20	2-H, Medium
Short Sword	+1	2	3	40	
Spear	0	3	4	40	2-H, Medium, Throw
War Hammer	0	4	5	55	2-H, +1d6 Bashing

Notes:

APM (Armor Piercing Maneuver): If the Character is willing to take an additional -2 to their AV and DV on the current Round, and they hit anyway, the target's Armor rating is cut in half ($\frac{1}{2}$) when the Damage is resolved for that Attack.

Throw: The Character can throw this Weapon for the same Damage they would do in Melee. They can throw the Weapon a total distance of their Physical Characteristic x 5 (PHY x 5).

Flail: This Weapon ignores all Shields; their DV Bonus cannot be applied.

2-H: This Weapon requires 2 hands; no shields or other items can be carried in either hand.

Medium: This Weapon is so long, the wielder gets a +1 to their Defense Value (DV) in Melee or Hand to Hand combat.

+1d6 Bashing: In addition to the normal damage rolled, the character adds an additional 1d6 of bashing damage. This extra Damage heals back more quickly (like all Bashing damage) and should be rolled in a way that makes it easy to keep track of (such as with a different-colored die, or else roll it away from the other dice).

Long: This Weapon is so long, the wielder gets a +2 to their DV in Melee or Hand to Hand.

This chart was copied directly from Obsidian Studio's WildBlades Instant Fuzion Game.

Ranged Archaic Weapons:

Ranged Weapon	AV	DAM	MIN	Cost	Notes
Light Bow	0	3	2	50	½ Reload, Rx20, -1DV
Medium Bow	0	4	3	60	½ Reload, Rx30, -2DV
Longbow	+1	6	4	85	½ Reload, Rx40, -3DV
Heavy Long Bow	+1	7	5	115	½ Reload, Rx40, -5DV
Light Crossbow	+1	4	4	85	1 Reload, R=120
Heavy Crossbow	+1	5	5	110	1 Reload, R=200
Sling	0	2	2	5	½ Reload, Rx20, -1DV

Notes:

Reload: This Weapon can be reloaded and fired as 1 Action.

Rx#: The Range of this Weapon is equal to the PHY of the wielder multiplied by the listed number.

-#DV: While firing this Weapon, the wielder suffers a penalty to their Defense Value equal to the listed number.

I Reload: This weapon requires an entire Action to reload; your Character has to wait until the next Round to fire.

R=#: This Weapon has a set Range, indicated by the number listed.

This chart was copied directly from Obsidian Studio's WildBlades Instant Fuzion Game.

Armor:

Archaic Armor:

Armor Type	Armor	MIN	PEN	Cost
Cloth/Hides	2	1	0	25
Leather	4	2	0	80
Studded Leather	6	3	0	120
Ring Mail	8	3	-1	200
Scale Mail	10	4	-1	300
Chain Mail	12	4	-2	500
Plate & Chain Armor	14	5	-2	1000
Plate Mail	16	5	-3	2500
Plate Armor	18	5	-4	5000

Armor: The Armor rating, an amount subtracted from any Damage done to your Character.

MIN: The minimum Physical Characteristic your Character must have to wear the Armor at all.

PEN: A penalty subtracted from all activities where bulk and impairment might affect them, such as Athletics, Archery, Druid, Mage, Sneak, and Throwing.

Cost: How much money it costs to buy the armor.

This chart was paraphrase from Obsidian Studio's WildBlades Instant Fuzion Game.

Modern Armor:

Armor Type	Armor	MIN	PEN	Cost
Bullet Proof Vest	3	1	0	300
Kevlar Outfit	5	2	-2	3000

Armor: The Armor rating, an amount subtracted from any slashing damage done to your Character.

MIN: The minimum Physical Characteristic your Character must have to wear the Armor at all.

PEN: A penalty subtracted from all activities where bulk and impairment might affect them, such as Athletics, Archery, Druid, Mage, Sneak, and Throwing.

Cost: How much money it costs to buy the armor.

Modern Weapons:

Weapon	AV	ROF	DMG	SHOTS	MIN	Cost	Notes
Colt 1911a1 Pistol	+1	2	3	7	2	350	
Glock 20	+1	2	4	15	2	375	
M-16A1	+1	10	6	30	4	500	
AK-47	+2	10	6	30	4	900	
H&K MP5K	+1	5	3	30	4	1200	

AV: The adjustment to the user's action value.

ROF: Rate of Fire. This is the maximum number of bullets that can be sent out in one action.

DMG: Damage. This is what the bullets do.

SHOTS: The number of rounds, or bullets, that can fit in a magazine or clip.

MIN: The minimum Physical that is required to wield the weapon.

Cost: The number of units it costs to purchase the weapon through reputable means.

Missiles:

These are for those weapons that send items across a distance. For simplicity sake they are broken down into arrows and bullets. Arrows cost 20 units for 10 arrows. Bullets cost 25 units for 100 rounds.

TIMING:

This is how things are broken up. It basically controls who goes when. It also controls how long things last.

1 Phase = 3 seconds

1 Turn = 4 phases

1 minute = 5 Turns

Etc.

CONCLUDING THE ADVENTURE:

Here is where you handle rewarding the characters for doing all their hard work. You also give bonuses for going above and beyond the normal.

Completed the adventure	-	1 OP
Completed the adventure with style	-	+1 OP
Exceptional Role Playing	-	+1 OP

Improving Characters:

You can either spend you option points quickly or stock pile them. It takes 5 option points to equal 1 primary point.

Additional Notes:

This game genre was developed after several attempts with other systems. It was decided to use Instant Fuzion to eliminate overhead, not to mention the fact that I grasped the concept after 10 minutes.

There are also several people to thank. Who to start with first is the major question at hand. First there are my parents. You know who you are, so I'll save you the embarrassment of naming you. Then there is my wife. To

those that are reading this, if you have a wife (or significant other), thank them often. Next inline come my kids. I used you as a ruse to watch cartoons and what not. Now come all those people I have gamed with over the eons. Chiralman, Cory, and all you guys that I have only played with over the Internet.

The game companies and the Fuze, as if I have to say anymore about them.